

Streams: Concept of streams

C++ comes with libraries that provide us with many ways for performing input and output. In C++ input and output are performed in the form of a sequence of bytes or more commonly known as **streams**.

In **C++ stream** refers to the stream of characters that are transferred between the program thread and i/o.

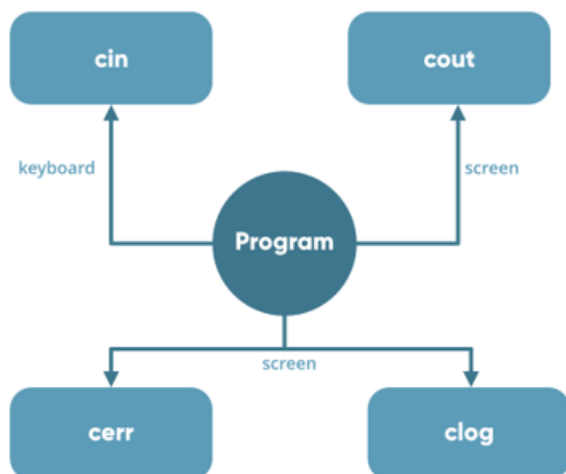
Stream classes in C++ are used to input and output operations on files and io devices. These classes have specific features and to handle input and output of the program.

The **iostream.h library** holds all the stream classes in the **C++ programming language**.

To read and write from a file we are using the standard C++ library called **fstream**. Let us see the data types define in **fstream** library is:

| Data Type | Description |
|-----------|--|
| fstream | It is used to create files, write information to files, and read information from files. |
| ifstream | It is used to read information from files. |
| ofstream | It is used to create files and write information to the files. |

- **Input Stream:** If the direction of flow of bytes is from the device(for example, Keyboard) to the main memory then this process is called input.
- **Output Stream:** If the direction of flow of bytes is opposite, i.e. from main memory to device(display screen) then this process is called output.



Header files available in C++ for Input/Output operations are:

1. **iostream**: iostream stands for standard input-output stream. This header file contains definitions of objects like cin, cout, cerr, etc.
2. **iomanip**: iomanip stands for input-output manipulators. The methods declared in these files are used for manipulating streams. This file contains definitions of setw, setprecision, etc.
3. **fstream**: This header file mainly describes the file stream. This header file is used to handle the data being read from a file as input or data being written into the file as output.
4. **bits/stdc++**: This header file includes every standard library. In programming contests, using this file is a good idea, when you want to reduce the time wasted in doing chores; especially when your rank is time sensitive.

```
#include <iostream>

#include <fstream>

using namespace std;

int main () {

    ofstream filestream("testout.txt");

    if (filestream.is_open())

    {

        filestream << "Welcome to SNS.\n";

        filestream << "Welcome to GCD .\n";

        filestream.close();

    }

    else cout <<"File opening is fail.";

    return 0;

}
```

The content of a text file **testout.txt** is set with the data:

```
Welcome to SNS
Welcome to GCD
```